## About The Art Work

The art used in the game are our photographs of fine art in various museums. The box cover has the game logo over a forest backdrop (Van Gogh - *Edge of Wood, 1882*) with additional blended illustration by Michael K. DeMole. The artwork on the Book and Spell Cards are cropped and/or otherwise modified versions of our photos of original art work as follows.

### Standard Book and Spell Cards

**Book of Shadows:** Van Gogh - *Still Life with Bible, 1885*; **Other Books:** Van Gogh - *Parisian Novels Yellow Books, 1887;* **Scry*:** photo of *Cup with Gilded Manikin Handles* by Uknown, c1550 in the Galeria Palatina, Firenze; **Obfuscate*:** Fragonard - *The Magician, c1800*; **Charm:** Brickdale - *Natural Magic, 1905*; **Gust of Wind*:** Friedrich - *Drifting Clouds, 1820*; **Body Snatch/Transfer & Banish:** Goya Y Lucientes - *Witches in the Air, 1797*; **Mind Erase:** Gardner - *The Three Witches from Macbeth*, 1775; **Cast Doubt:** Stom - *Old Woman Praying*, 1638-45; Auger*: Brewtnall - *A Visit to the Witch*, 1882; **Link Minds:** La Tour - *The Dream of St Joseph*, 1628-45; **Heaven's Wrath:** Cranach - *Die Melancholie (Allegory of Melancholy)*, 1532; **Devil's Gambit:** Goya Y Lucientes - *Witches Sabbath, 1798*; **Dispel:** Martin - *Manfred and the Alpine Witch, 1837*; **Phantasmic Library:** Crespi - *Bookshelf with Music Writings, 1725-30*; **Row Marker:** Gheyn - *Vanitas Still Life*, 1603; **Column Marker:** *Claesz - Vanitas Still Life, 1630*;

### The Demon Expansion Cards

**The Demon Book Card:** Doré - *Satan Resting On The Mountain*, c1866; **Blink:** Friedrich - *Woman before the Rising Sun*, 1818-20; **Demon Obliteration:** Goya Y Lucientes - *Saturn Devouring One of his Children*, 1819-23; **Avoid Obliteration:** Goya Y Lucientes - *Fire at Night*, 1793-94; **Move Demon:** Stock - *Dante & Virgil Encounter Lucifer in Hell*, 1923; **Send Demon:** Goya Y Lucientes - *Two Monks*, 1821-23; **Thwart Binding:** Goya Y Lucientes - *The Spell*, 1798.

We'd like to thank everyone who play tested and provided feedback on this game helping to make it what it is today!

cray cray games *presents...*

# Find It & Bind It

**Find It & Bind It** is a fast-paced card game for 2-6 players where each player controls two witches, also sisters, that are attempting to find the elusive Book of Shadows. They must bind it before anyone else arrives and does the same.

With one real Book of Shadows in a field of fakes, can your sisters be the ones to **Find It & Bind It** first in this game of spell casting and an ever-changing landscape?

## Contents

- **12 Witch Tokens** (2/player/color)
- **9 Book Cards**
- **37 Spell Cards**
- **6 Reference Cards** (color-coded)
- **1 Row Marker**
- **1 Column Marker**
- **1 Rulebook** (You're reading it now.)

## Object of the Game

Each player controls a pair of witches who are searching for **The Book of Shadows**. It must be found and then bound.

You must do this before the other witches learn of its location, bind it before you or move it before you can bind it.

The Spell Card distribution is about ⅓ Scry (look), ⅓ Obfuscate (look & shuffle) and ⅓ "thwart others" spells.

## Setup

1. Shuffle and place the 9 Book Cards face down (without looking) in a 3x3 grid. **This is the "field" of Book Cards.**
2. Using the provided Row/Column Markers, ensure everyone can identify **Row One** and **Column One**.
3. Shuffle the Spell Cards and deal out 3 to each player. **This is the hand limit.**
4. Starting with the first player (second oldest player) and proceeding clockwise, place 1 witch on any Book Card. Repeat for the second witch. No player can have both of their witches together.
5. Once all witches have been placed, the first player begins her turn as described below and on the color-coded **Player Reference Cards**.

## How To Play

Casting spells (using Spell Cards in the 3 ways described below) determines what happens and what you learn during the game. Almost as important, if not more so, casting spells allows you to thwart other players in their attempt to find and bind **The Book of Shadows** before you.

If both of your Witches have been banished, you **must** use your next full turn to return 1 witch to the field of Book Cards.

With **at least one witch** in play (not banished), you can perform one of the following sequences:

- Movement, Movement, **Spell Preparation**
- Movement, Action, **Spell Preparation**
- Action, Movement, **Spell Preparation**
- Return a Banished Witch to the Field of Book Cards

1. **Movement**: You **may** move 1 witch to an adjacent Book Card. (Up, down, left or right. No diagonal movement.)

2. **Action**: You **may** perform **ONE** of the following:
   - Perform another movement (as above).
   - Cast a spell by doing **ONE** of the following:
     - » Play 1 Spell Card following the directions on the Spell Card played.
     - » Discard 1 Spell Card to Scry 1 Book Card where either of your witches are currently located.
     - » Discard all Spell Cards and draw up to your hand limit.
   - **Bind the Book of Shadows!** Both of your witches need to be on the Book Card you wish to bind. Declare it, chant something that rhymes and flip over the Book Card.

3. **Spell Preparation**: You **may** perform **ONE** of the following:
   - Draw 1 Spell Card if under the hand limit.
   - Discard and replace 1 Spell Card if at or above hand limit. If you were above the hand limit, you must end up at the limit.

## Winning the Game

To win, you must be the first to find and bind **The Book of Shadows**.

Once you have found **The Book of Shadows** **AND** have managed to get both of your witches to its location, you must hope no one interferes before you can bind it (using your Action).

## Almost Winning the Game (Failed Bindings)

If you've attempted to bind **The Book of Shadows** and it turns out to be just "Other Books," you're not completely out of the running.

However, both of your witches get banished. Your next turn must be spent returning one witch to the field of Book Cards. You cannot cast or replenish Spell Cards nor do anything else.

Your second witch will remain banished until you spend another full turn returning it to the field and that can be done at your leisure. When you do return it to the field, it **cannot** be placed on a Book Card with your other witch. (An adjacent Book Card is fine.)

## Icons on Spell Cards

Unless otherwise specified, Spell Cards can only be played during your turn.

Some Spell Cards have icons that indicate various situation-specific rules or uses as follows:

Can be played out-of-turn

Return to the box after the Spell Card's text is played. It remains in the game if the Spell Card is discarded or used for any other reason. It does count as played even if dispelled by another player.

Can be used out-of-turn to react to **The Demon** (if in play). One shield is not sufficient protection from the **Demon Obliteration** Spell Card. (also used by **Devil's Gambit** spell)